

ABSTRACT

[00100] The techniques and mechanisms described herein are directed to a system for stylizing video, such as interactively transforming video to a cartoon-like style. Briefly stated, the techniques include determining a set of volumetric objects within a video, each volumetric object being a segment. Mean shift video segmentation may be used for this step. With that segmentation information, the technique further includes indicating on a limited number of keyframes of the video how segments should be merged into a semantic region. Finally, a contiguous volume is created by interpolating between keyframes by a mean shift constrained interpolation technique to propagate the semantic regions between keyframes.